

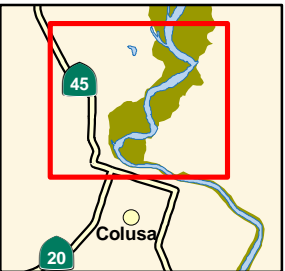
COLUSA-
SACRAMENTO RIVER
STATE RECREATION AREA
DRAFT GENERAL PLAN
HYDROLOGY AND
WATER RESOURCES

Legend

- National Wetlands Inventory
- 2007 Wetland Delineation Prior to Revegetation
- Levees (Limit of Flood Plain)
- Large Woody Debris in River
- Bank Reinforcement
- State Park Boundaries
- Highway
- Local Roads
- 60' Contour
- Existing Park Buildings (septic tank locations)
- Irrigation Well

- Data Sources:
- 1) NWI: US Fish and Wildlife Service, original image date 1983, boundaries adjusted to April 2008 image.
 - 2) Wetlands Delineation based on soil sampling - 2007 Jones & Stokes.
 - 3) Levees - Sacramento River GIS.
 - 4) Image: April, 2008, 1 ft. DWR Sacramento River Flood Control Project.
 - 5) Large Woody Debris - Ayers Assoc. field inventory, 2006, & 2008 aerial interpretation, DPR.
 - 6) Water / septic: Calif Dept of Parks and Recreation, Northern Buttes District.

Map Location, showing
Sacramento River
Conservation Area



Scale
1:10,500
1 inch = 875 feet
Feet
0 200 400 600 800 1,000



NOTES:

Parcel boundaries are approximate and should not be considered legal descriptions. Maps are intended for study purposes only.

PLANNING
DIVISION

GENERAL
PLAN
SECTION

Date: 2/11/2013

Calif. Dept. of Parks &
Recreation

DRAFT



Please see Location Map
for extent of
Sacramento River
Watershed

National Wetlands
Classification codes:

- System **P**: Palustrine (fresh water vegetated wetland)
- Classes:
 - **FO**: Forested
 - **SS**: Scrub/Shrub
 - **EM**: Emergent vegetation
 - **UB**: Unconsolidated Bottom
- System **R**: Riverine
- Subsystem: **2**: Lower Perennial
 - Classes:
 - **UB**: Unconsolidated Bottom
 - **US**: Unconsolidated Shore
- Modifiers:
- **A**: Temporarily Flooded (brief periods during growing season)
 - **C**: Seasonally Flooded (extended periods during growing season)
 - **H**: Permanently Flooded
 - **J**: Intermittently Flooded (arid habitats-variable periods without seasonal periodicity)
 - **K**: Artificially Flooded
 - **x**: excavated

Bold letters are used in the map codes. System is the first letter, followed by Subsystem for Riverine, followed by Class, followed by modifier. For example PFOC is System=Palustrine, Class=Forested, Modifier= C seasonally flooded.